FIG. 1

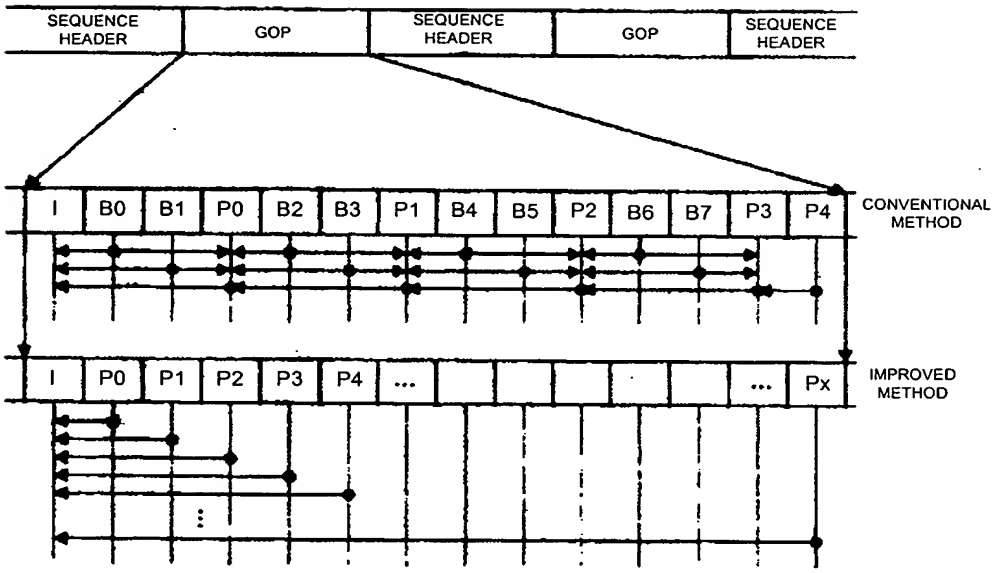

SEQUENCE HEADER
GOP
SEQUENCE HEADER
GOP
SEQUENCE HEADER
I
B0
B1
P0
B2
B3
P1
B4
B5
P2
B6
B7
P3
P4
CONVENTIONAL METHOD
I
P0
P1
P2
P3
P4
...
...
Px
IMPROVED METHOD

FIG. 2

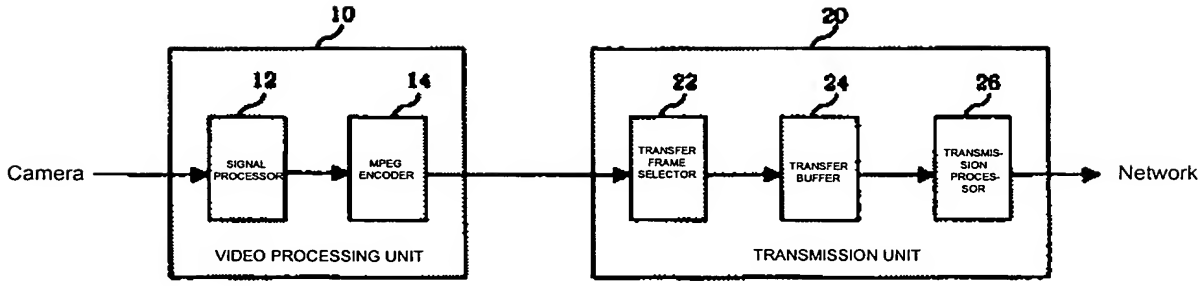
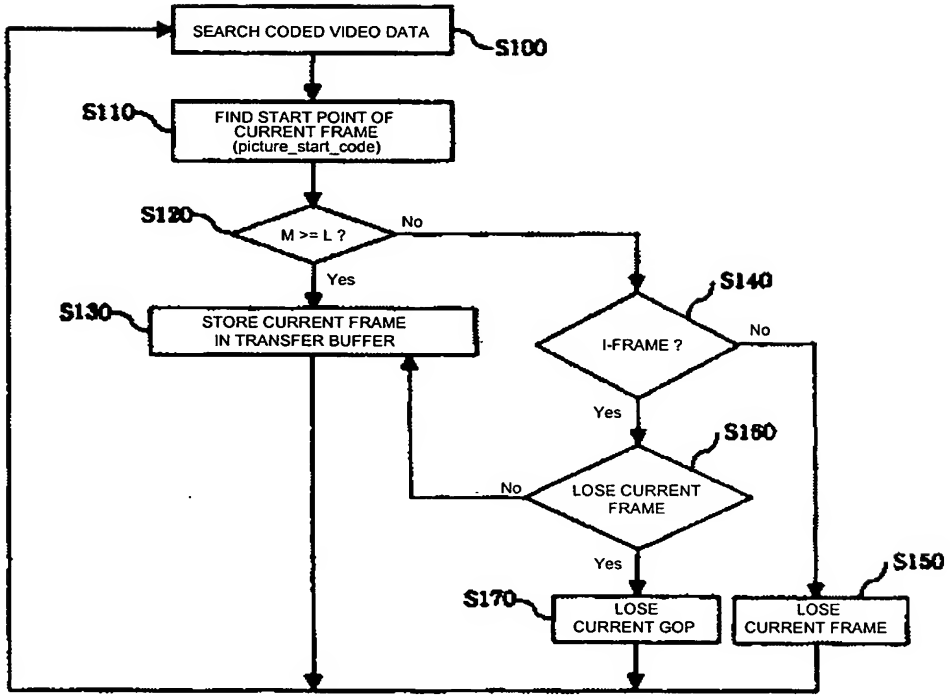
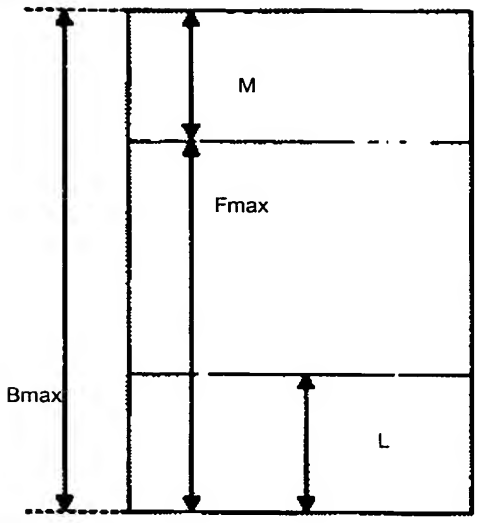

10
20
12
14
22
24
26
Camera
SIGNAL PROCESSOR
MPEG ENCODER
TRANSFER FRAME SELECTOR
TRANSFER BUFFER
TRANSMIS-SION PROCES-SOR
Network
VIDEO PROCESSING UNIT
TRANSMISSION UNIT

FIG. 3a



THE NUMBER OF MARGINAL BITS FOR SELECTING TRANSFER FRAME; M
THE NUMBER OF BITS FILLED IN BUFFER; L

FIG. 3b



(TOTAL NUMBER OF BITS THAT CAN GENERATE IN A FRAME)*2; Fmax
THE NUMBER OF BITS FILLED IN BUFFE; L
TOTAL STORAGE SPACE OF BUFFER; Bmax
THE NUMBER OF MARGINAL BITS FOR SELECTING TRANSFER FRAME; M

FIG. 4

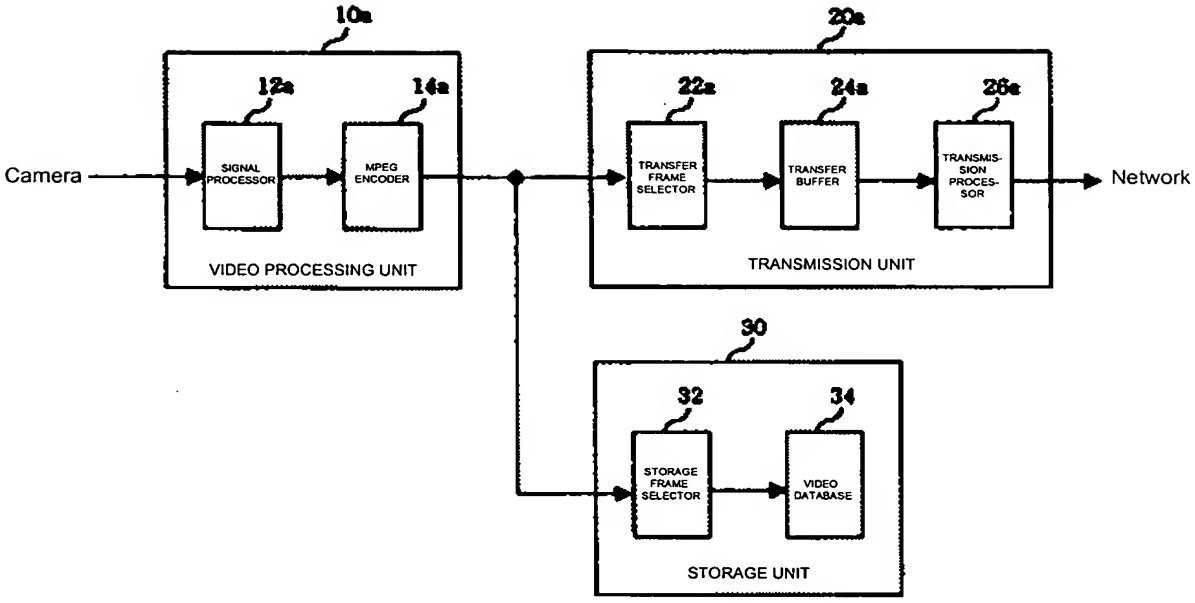

10a
20a
12a
14a
22a
24a
26a
Camera
SIGNAL PROCESSOR
MPEG ENCODER
TRANSFER FRAME SELECTOR
TRANSFER BUFFER
TRANSMIS-SION PROCES-SOR
Network
VIDEO PROCESSING UNIT
TRANSMISSION UNIT
30
32
34
STORAGE FRAME SELECTOR
VIDEO DATABASE
STORAGE UNIT

FIG. 5a

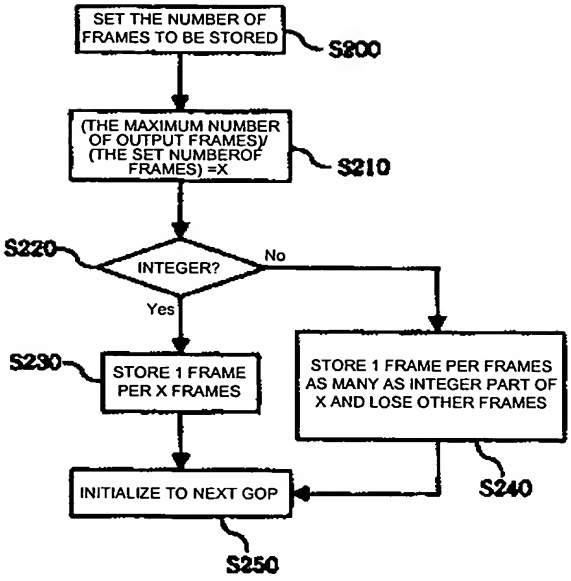
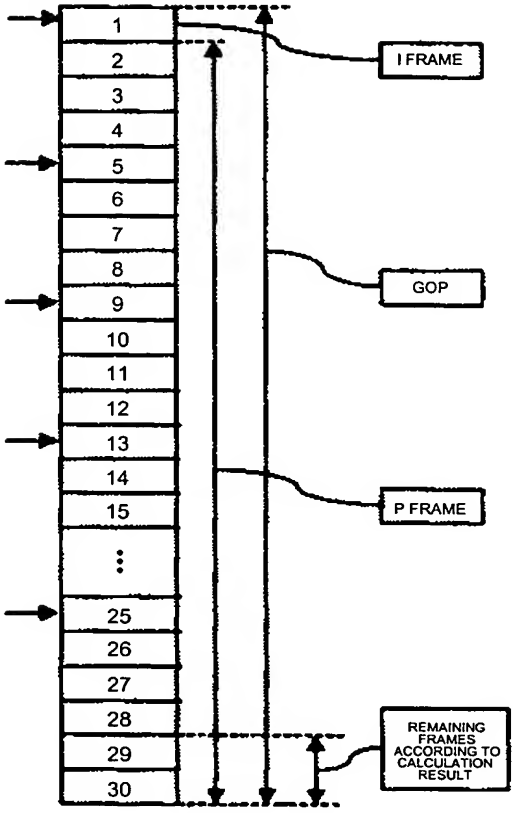

SET THE NUMBER OF FRAMES TO BE STORED
S200
(THE MAXIMUM NUMBER OF OUTPUT FRAMES)/ (THE SET NUMBEROF FRAMES) =X
S210
S220
INTEGER?
No
Yes
S230
STORE 1 FRAME PER X FRAMES
STORE 1 FRAME PER FRAMES AS MANY AS INTEGER PART OF X AND LOSE OTHER FRAMES
S240
INITIALIZE TO NEXT GOP
S250

FIG. 5b


1
2
3
4
5
6
7
8
9
10
11
12
13
14
15
25
26
27
28
29
30
I FRAME
GOP
P FRAME
REMAINING FRAMES ACCORDING TO CALCULATION RESULT